

STELLAR SHUTTLE



For the ATARI computer

DEMO COPY
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Broderbund Software

STELLAR SHUTTLE

**For the ATARI computer
by Matt Rutter**

The planet Ttam in the Galaxy of the Angels has slowly drifted into an asteroid belt, making it uninhabitable. You've been sent by the Space Bund to rescue the Ttamian settlers from their bombarded planet. You will need to maneuver your shuttle craft down through the asteroids into the narrow landing wells, load your refugees and head back up to the mother ship.

Unfortunately, among the many asteroids which have blasted into Ttam's surface were several dragon eggs which have since hatched. The dragons seem to have developed a taste for Ttamians, and can be counted on to thwart your rescue efforts.

- An arcade style game
- Four different levels of play
 - Joystick controlled
- Requires 32K Atari 400/800

This program is fully guaranteed. If it ever fails to boot return the original disk to Brøderbund for free replacement. If the disk has been physically damaged, please include \$5 for replacement.



Brøderbund Software

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DISKETTE CARE AND HANDLING INFORMATION



Protect
Protéger

Proteger
Schützen

保護



No
Non

No
Falsch

注意



Insert Carefully
Insérer avec soin

Insertar
Sorgfältig Einsetzen

插入注意



Never
Jamais

Nunca
Nie

絶対禁止



10°C–52°C
50°F–125°F



Never
Jamais

Nunca
Nie

絶対禁止

STELLAR SHUTTLE™

INSTRUCTIONS

To begin play, press **START**. The joystick must be connected to Slot 1.

Object:

Your objective is to guide the shuttlecraft down to the surface of the planet Ttam, rescue the refugees and return them safely to the mother ship.

You will start your mission with three shuttles. To release the first shuttlecraft from the mother ship, press the joystick button. You must now maneuver it through the asteroid belt and into one of the narrow landing wells on Ttam's surface. The speed of your descent can be adjusted by pressing the joystick button which activates the shuttle's retro rockets. The retro rockets are also your only defense against the pesky dragons on levels two, three, and four that will try to gobble up the refugees before they have a chance to reach the safety of the shuttle.

Once you have landed, the nearest Ttamian refugee will walk briskly to your ship. As soon as he is safely inside, the shuttle will take off for a rendezvous with the mother ship. Since the shuttle will hold only one passenger, six round trips will be necessary to complete each level.

On your ascent, pressing the joystick button will fire blasters to clear a path through the asteroids. A sustained press of the button will increase your speed. This may be necessary from time to time to steer clear of speeding asteroids and wayward spaceships. Blasters are useless against any comets you may encounter so you will have to dodge them to avoid destruction. If a spaceship crosses your path, you may either blast it or steer around it. A collision with a spaceship would be deadly to both you and your passenger and would also destroy the shuttle.

Scoring:

Landing on the planet surface scores 200 points.

Safe return of a refugee to the mother ship scores 300 points.

Large asteroids score 20 points.

Small asteroids score 50 points.

Spaceships score 300 points.

Dragons score 200 points.

Bonus score of 1000 points will be awarded for successful rescue of all six refugees on each level.



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